

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
 - game start instruction means for instructing a start of a game;
 - determination means for determining symbols to be stopped and whether or not a combination is won based on the symbols determined corresponding to a game start instruction command from the game start instruction means;
 - game result display means for displaying a result concerning with the game;
 - and
 - beneficial state generating means for generating a beneficial state for a player when a specific game result with a winning symbol combination is displayed on the game result display means;
 - wherein the game result display means includes first display means and second display means arranged at a more front side than a display area of the first display means when seen from a front side of the gaming machine, the first display means including a plurality of rotatable reels with each reel having a plurality of symbols disposed circumferentially thereabout, and the second display means has a plurality of symbol display areas, each symbol display area capable of transmittably displaying the specific game result displayed on the first display means therethrough ~~by changing light transmittance rate of the symbol display area so as to become high,~~ each respective symbol display area sized to display a plurality of symbols associated to a corresponding one of the plurality of reels,
 - wherein display control means is provided, the display control means controlling the second display means so as to display game information in an area including the symbol display area by changing the light transmittance rate of the symbol display area so as to become low after the game is initiated and before the specific game result is displayed on the first display means, and
 - wherein after (a) the determination means determines the symbols to be stopped and (b) a combination of the stopped symbols is the winning symbol combination, a plurality of symbols of the stopped reel are displayed through the

symbol display area associated with the stopped reel and game information is superimposed via the second display means on the plurality of displayed symbols of the stopped reel while at least a remaining one of rotating reels continues to rotate, the display control means controlling the second display means so as to display the game information in the area including the symbol display area by changing the light transmittance rate of the symbol display area so as to become high, the game information notifying the player of a forthcoming winning result,

wherein, when the light transmittance rate is low, the first display means becomes obstructed thereby emphasizing the displayed game information for a player to easily observe and, when the light transmittance rate is high, the first display means is easily viewed by the player to observe the game result.

2. (Previously Presented) The gaming machine according to claim 1, wherein the first display means has one or more symbol display parts capable of variable displaying, and

wherein the display control means controls the second display means so as to display the game information in the area including the symbol display area substantially at the same time that the variable displaying in the symbol display parts is stopped.

3. - 4. (Canceled)

5. (Previously Presented) The gaming machine according to claim 1, wherein a window frame display area is formed at a periphery of the symbol display area, and wherein display mode of the window frame display area is changed when the game information is displayed in the area including the symbol display area.

6. (Previously Presented) The gaming machine according to claim 1, wherein the first display means includes a plurality of reels, and

the display control means controls the second display means so as to display the game information before all of the reels are stopped.

7. – 20. (Cancelled)

21. (Currently Amended) A gaming machine comprising:

a first display device including a plurality of rotatable reels with each reel having a plurality of symbols disposed circumferentially thereabout;

a second display device arranged at a more front side than the first display device when seen from a front side of the gaming machine, the second display device including a plurality of symbol display areas, each symbol display area capable of transmittably displaying symbols on the first display device therethrough, each respective symbol display area sized to display a plurality of symbols associated to a corresponding one of the plurality of reels; and

a processor in communication with the first display device and the second display device;

the processor operates to determine the symbols to be stopped and determine whether the symbols to be stopped are a winning symbol combination,

wherein, when the stopped symbols are a winning symbol combination, a plurality of symbols from the stopped reel are displayed through the symbol display area associated with the stopped reel and game information is superimposed via the second display device on the plurality of displayed symbols of the stopped reel while at least a remaining one of a plurality of rotating reels continues to rotate, the game information notifying the player of a forthcoming winning result,

wherein the processor controls the second display device so as to display the game information in the plurality of symbol display areas by changing the light transmittance rate of the plurality of symbol display areas, the light transmittance rate being one of high and low, and

wherein, when the light transmittance rate is low, the first display device becomes obstructed thereby emphasizing the displayed game information for a

player to easily observe and, when the light transmittance rate is high, the first display device is easily viewed by the player to observe the game result.

22. (Previously Presented) The gaming machine according to claim 21, wherein the processor controls the second display device so as to display the game information in the symbol display area after the game is initiated and before a winning symbol combination is displayed if the winning symbol combination is displayed on the first display device.

23. (Previously Presented) The gaming machine according to claim 21, wherein the processor controls the second display device so as to display the game information in the symbol display area substantially at the same time that the variable displaying in the symbol display parts is stopped.

24. (Previously Presented) The gaming machine according to claim 21, wherein a window frame display area is formed at a periphery of the symbol display area, and wherein display mode of the window frame display area is changed when the game information is displayed in the symbol display area.

25. - 26. (Canceled)

27. (Currently Amended) A gaming machine comprising:

game result display means for displaying a game result concerning with a game; and

beneficial state generating means for generating a beneficial state for a player when a specific game result is displayed on the game result display means;

internal winning combination determination means for determining an internal winning combination;

wherein the game result display means includes first display means including plural reels each of which has ~~symbols~~ symbols for displaying the game result represented by symbols of the reels and second display means arranged in front of

the first display means when seen from a front side of the gaming machine, and the second display means has a symbol display area light transmittance rate of which is changed so as to become high so that a player easily views the reels and the game result when the reels are rotating and the game result is displayed by the reels,

wherein display control means is provided, the display control means controlling the second display means so as to display game information concerning with a specific winning combination determined as the internal winning combination by the internal winning combination determination means, within the symbol display area, and

wherein the light transmittance rate of the symbol display area is adjusted so as to become low so that the game information is emphasized for ease of viewing by the player by obstructing the player's view of the game result displayed on the first display means when the game information is displayed within the symbol display area.

28. (Previously Presented) The gaming machine according to claim 27, wherein the second display means is constructed from a liquid crystal display device which is set to a normally white state in which light transmitted through the liquid crystal display device can be seen from outside when the liquid crystal display device is not driven.